THE
GOONIES

INSTRUCTIONS
FOR
AMSTRAD CPC 464, 664
& 6128
AND SPECTRUM 48/128

LOADING AMSTRAD

464	Hit CTRL and small ENTER keys together. Press PLAY on cassette recorder and then any key.
664/128	Hit SHIFT and type @ TAPE and press ENTER. Press PLAY on cassette recorder and then any key.
DISK:	Type RUN "GOON" and press ENTER. Game will load automatically.

US GOLD

LOADING SPECTRUM

Type LOAD "" and press ENTER.
Press PLAY on the cassette recorder and game
will load automatically.
128k Follow instructions above whilst computer
is in 48k mode.

STRATEGY

The Goonies' goal is to find One-Eyed Willy's Pirate Ship. You must cooperate with Mikey, Brand, Mouth, Data, Stef, Andy, and Chunk to find the treasure and save your families' homes from foreclosures.

The members of the evil Fratelli gang will try to keep you from reaching the Pirate Ship. Stay out of their way! There are plenty of other perils as you search through the underground chambers; hissing steam, deadly bats, poisonous slime, demonic flying skulls, and a giant octopus add to the challenge.

Your objective in each screen is to make the two Goonies work together to solve the puzzle and find the exit. You'll walk, run, jump, climb, and bounce on trampolines. Don't fall into the water or lava pits!

It's impossible to get through any screen without creatively using both the characters featured in that screen. Teamwork is the key to success.
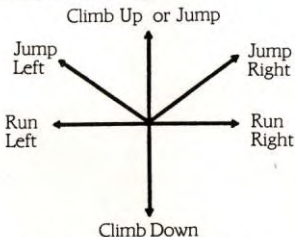
GAME CONTROLS AND INDICATORS

Upon loading you will be presented with the following options:-

Spectrum		Amstrad	
1/.	Keyboard	1/.	Keyboard
2/.	Joystick Sinclair	2/.	Joystick
3/.	Joystick Kempston	3/.	One player
4/.	One player	4/.	Two player
5/.	Two player	5/.	Start game
6/.	Start game		

Select options by pressing the relevant key numbers and then key 6 to start the game.

Climb Up or Jump

Jump Left

Jump Right

Run Left

Run Right

Climb Down

Move the joystick or press keys in the directions above to control the Goonies.

In one player mode, press the fire button to change the Goonie that you are controlling.
Press SPACE to pause game.
Press CAPS and SPACE to abort game and return to menu.
Q-Up   A-Down   O-Left
P-Right   CAPS-Fire (change player).
Press CAPS and T together to turn music on and off.
Information at the top of the screen shows your score, the high score and the number of Goonies in reserve (you start the game with 5).

SCORING

Exit Screen 1,000 points
Bonus Points 5,000 for each Goonie in reserve when you complete the game.
Points are also awarded for actions that solve problems in various screens.

HINTS

- Both Goonies must get through each screen in order to progress to the next one.
- You earn three extra Goonies when you complete the Cannonball Chamber screen.
- Don't forget to press the joystick fire button to switch characters!.

CREDITS

Game Programming by Scott Spanburg
Computer Graphics by Kelly Day
Game Design by Scott Spanburg, Kelly Day, John Ludin, Roy Langston, and Terry Shakespeare
Documentation by Kathi B. Tremblay
Translated by Paragon

U.S. GOLD
American Software

Datasoft